

**Claims:**

This listing of claims will replace all prior version, and listings, of claims in the application.

1. (Previously presented) A method for delivering an asset over a network comprising:  
supplying an asset list over said network to a user device, said user device including a client process; and  
delivering said asset over said network to said user device if a predetermined constraint is satisfied.
2. (Previously presented) The method according to claim 1, wherein said asset comprises at least one of an audio content, a video content, a text content, a right to use license or a multimedia file.
3. (Previously presented) The method according to claim 1, wherein said asset list is generated at least in part in response to a request from said user device.
4. (Previously presented) The method according to claim 1, and further comprising accessing a content web site of a content provider.
5. (Previously presented) The method according to claim 1, wherein said predetermined constraint comprises at least one of said user device being idle, a network Quality of Service (QOS) of said network, or the bandwidth usage being below a

predetermined operating level.

6. (Previously presented) The method according to claim 1, wherein said predetermined constraint comprises at least one of said user device CPU usage, or memory usage in said user device being below predetermined operating levels.

7. (Previously presented) The method according to claim 1, wherein said client initiates the delivery of the asset, from said content provider, over said network to said user device.

8. (Previously presented) The method according to claim 1, wherein said asset is stored on a local cache.

9. (Previously presented) The method according to claim 8, and further comprising presenting the stored asset in conjunction with real time content, said real time content provided by said content provider.

10. (Previously presented) The method according to claim 1, wherein said predetermined constraint comprises a time of day.

11. (Previously presented) The method according to claim 8, and further comprising determining at least one parameter from CPU usage of said user device, a bandwidth usage, a local cache usage, or a user device activity timer.

12. (Previously presented) The method according to claim 8, and further comprising presenting a substitute asset in conjunction with real time content from said content provider, if said asset is unavailable at said user device.

13. (Previously presented) A method for presenting to a user content over a network, the method comprising:

supplying an asset list over said network to a client process, said client process operating in a user device;

delivering an asset, from a remote location, over said network to said user device if a predetermined constraint is satisfied, wherein said asset list comprises at least an indication of said remote location;

and integrating the delivered asset with a content stream being received by said user device from said remote location over said network.

14. (Previously presented) The method according to claim 13, wherein said asset comprises at least one of an audio content, a binary data content, a video content, a right to use license, a text content, or a multimedia file.

15. (Previously presented) The method according to claim 13, wherein said asset list is provided by a content provider to said client process.

16. (Previously presented) The method according to claim 13, and further comprising accessing a content web site of a content provider.

17. (Previously presented) The method according to claim 13, wherein said predetermined constraint comprises at least one of said user device being idle, a network Quality of Service (QOS), or a bandwidth usage being below an operating level.
18. (Previously presented) The method according to claim 13, wherein said predetermined constraint comprises at least one of a CPU usage for said user device, or a memory usage of said user device being below an operating level.
19. (Previously presented) The method according to claim 13, wherein said client process initiates the delivery of said asset, from a content provider, over said network to said user device.
20. (Previously presented) The method according to claim 13, wherein said asset is stored on a local cache.
21. (Previously presented) The method according to claim 20, and further comprising presenting the stored asset in conjunction with real time content, said real time content provided by a content provider.
22. (Previously presented) The method according to claim 13, wherein said predetermined constraint comprises a time of day.

23. (Previously presented) The method according to claim 20, and further comprising determining at least one parameter from a CPU usage of said user device, a bandwidth usage, a usage of said local cache, or a user device activity timer.

24. (Previously presented) The method according to claim 20, and further comprising presenting a substitute asset in conjunction with real time content from a content provider, if said asset is unavailable at said user device.

25. (Previously presented) The method according to claim 13, wherein said asset list is delivered to said client process by a content provider.

26. (Previously presented) A system for presenting content over a network, the system comprising:

an asset list capable of being made available by a content provider over the internet to a client process, said client process capable of operating in a user device;

an asset, made available from a remote location, over said network to said user device if a predetermined constraint is satisfied, wherein said asset list comprises at least an indication of said remote location.

27. (Previously presented) The system according to claim 26, and further comprising an integrator tool for integrating a delivered asset with a content stream being received by said user device from said remote location over said network.

28. (Previously presented) The system according to claim 26, wherein said asset comprises at least one of an audio content, a video content, a binary data content, a text content, or a multimedia file.

29. (Previously presented) The system according to claim 26, wherein said asset list is to be provided to said client process by said content provider.

30. (Previously presented) The system according to claim 26, wherein said client process is capable of accessing a content web site of said content provider.

31. (Previously presented) The system according to claim 26, wherein said asset is to be made available if said predetermined constraint comprises at least one of said user device being idle, or a bandwidth usage being below an operating level.

32. (Previously presented) The system according to claim 26, wherein said asset is to be made available if said predetermined constraint comprises a CPU usage of said user device, or a memory usage of said user device being below an operating level.

33. (Previously presented) The system according to claim 26, wherein said client process is capable of initiating delivery of said asset, from said content provider, over said network to said user device.

34. (Previously presented) The system according to claim 26, wherein said asset is to

be stored on a local cache.

35. (Previously presented) The system according to claim 34, and further comprising means for presenting the stored asset in conjunction with real time content, said real time content provided by said content provider.

36. (Previously presented) The system according to claim 26, wherein said asset is to be made available if said predetermined constraint comprises time of day.

37. (Previously presented) The system according to claim 34, and further comprising means for determining at least one parameter from a CPU usage of said user device, a bandwidth usage, a local cache usage, or a user device activity timer.

38. (Previously presented) The system according to claim 34, and further comprising means for presenting a substitute asset in conjunction with real time content from said content provider, if said asset is unavailable at said user device.

39. (Previously presented) The system according to claim 26, wherein said asset list is capable of being updated periodically by said content provider.

40. (Previously presented) The system according to claim 26, wherein said client process is capable of being associated with a plurality of asset lists.

41. (Previously presented) The system according to claim 26, wherein said asset list comprises at least one of an expiration date, a callback URL, a client side token, a throttle parameter, a refresh rate parameter, a delete asset flag, a help link, or resource path information.

42. (Previously presented) The system according to claim 26, wherein said asset is capable of being delivered to at least one of a cable provider or an internet service provider before delivery of said asset to said user device, said cable and internet service provider being in geographical proximity to said user device.

43. (Previously presented) A method for presenting a stream of content over a network, the method comprising:

supplying an asset list by a content provider over said network to a client process, said client process operating on a user device;

delivering an asset, from a remote location, over said network to said user device if a predetermined constraint is satisfied, wherein said asset list comprises at least an indication of said remote location; and

integrating the delivered asset with a content stream being received by said user device from said remote location over said network; wherein said asset and said content stream are presented.

44. (Previously presented) A system for presenting content over a network the system comprising:

an asset list to be made available by a content provider over said network to a client process, said client process capable of operating in a user device;

an asset, to be made available from a remote location, over said network to said user device if a predetermined constraint is satisfied, wherein said asset list comprises at least an indication of said remote location; and

an integrator tool for integrating said asset with a content stream being capable of received by said user device from said remote location over said network, wherein said predetermined constraint comprises at least one of said user device being idle, a bandwidth usage of said network being below a operating level, a time of day, a CPU usage or memory usage of said user device being below operating levels.

45. (Previously presented) A method for receiving an asset over a network comprising:

receiving an asset list provided by a content provider over said network at a client, said client operating in a user device; and

receiving said asset, corresponding to at least a portion of said asset list, over said network at user device if a predetermined constraint is satisfied; wherein said predetermined constraint comprises at least one of said user device being idle, a network Quality of Service (QOS), a network bandwidth usage being below an operating level, a CPU usage or memory usage of said user device being below operating levels.

46. (Previously presented) A method for providing a home media library to a user over a network, the method comprising:

supplying an asset list by a content provider over said network to a set-top box, said set-top box comprising a client process capable of managing delivery of assets; and  
delivering an asset, from a remote location, over said network to said set-top box if a predetermined constraint is satisfied, as indicated by said client process wherein said asset list comprises at least an indication of said remote location.

47. (Previously presented) A method of receiving media assets at a set-top box for storage and subsequent viewing, the method comprising:

receiving a media asset list from a content provider on said set top box, said media asset list comprising a list of media assets to be downloaded and information about the location of the media assets;

running a client process on said set top box, wherein said client process is capable of reading said media asset list to determine what media assets to transfer to the set top box, and wherein said client process is further capable of managing delivery of digital media assets based at least in part on predetermined constraints;

downloading digital media assets from said content provider to said set top box if said predetermined constraints are satisfied; and

storing the downloaded digital media assets on said set top box for subsequent viewing on a television or other display device.